



Ar nosurge *Plus*™

Ode to an Unborn Star



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WARNING: PHOTSENSITIVITY / EPILEPSY / SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PlayStation®Vita system.
Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PLAYSTATION®VITA CARD PRECAUTIONS

- Keep the PS Vita game card out of the reach of small children to help prevent accidental swallowing.
- This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.
- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



PLAYSTATION®VITA CARD PRECAUTIONS

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



GAME CARD FCC NOTICE - PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
 - (2) this device must accept any interference received,
including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

GAME CARD FCC NOTICE - PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.



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※ All the screenshots are still under development. They are subject to change without further notice.

Story

Planet Ra Ciela...

Humans and a spiritual life-form known as "Genoms" co-existed on this planet in the past. It has been a long time since the land lost its beautiful lush greenery.

The people left Ra Ciela in search of a new planet to call home, and huddled in front of the ever-closed "Barrier of Felion" that was believed to be the Shield of the Gods. To this day, they still live quiet lives on a geofront they named Orei.

Orei has no circadian rhythm, no sunrise or sunset, and no change in seasons, but the people became accustomed to this unnatural way of life. They persevered, and began to thrive.

From the rubble that accumulated over the years from deteriorating infrastructure, the people made small houses. From the metal grounds grew no trees, so the people used techniques that were once lost to replace them with fields whilst continuing to dream.

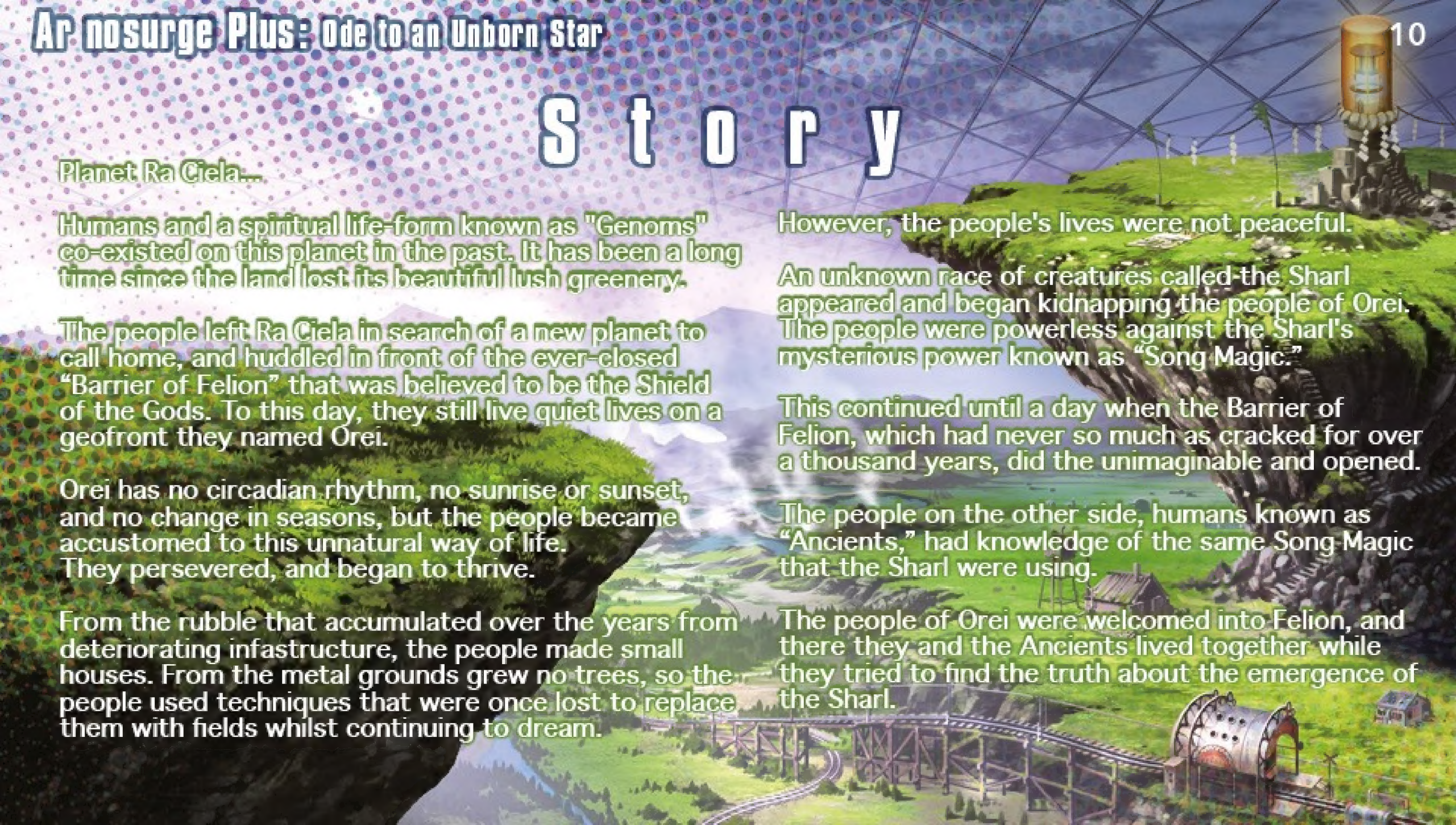
However, the people's lives were not peaceful.

An unknown race of creatures called the Sharl appeared and began kidnapping the people of Orei. The people were powerless against the Sharl's mysterious power known as "Song Magic."

This continued until a day when the Barrier of Felion, which had never so much as cracked for over a thousand years, did the unimaginable and opened.

The people on the other side, humans known as "Ancients," had knowledge of the same Song Magic that the Sharl were using.

The people of Orei were welcomed into Felion, and there they and the Ancients lived together while they tried to find the truth about the emergence of the Sharl.



Characters

A young man with brown hair, wearing a red and white striped shirt and blue pants, is shown in a dynamic pose, holding a large, futuristic, blue and red weapon. He is looking towards the viewer with a slight smile.

Delta Lantanoil

A young man who came from within Felion when the barriers opened. He protected the city from Sharl attack as a former member of PLASMA, an elite organization working directly under the command of the Divine Imperator. He was a skilled warrior, and a member of PLASMA's "Genomis" special forces unit, but he was discharged from the force after a particular incident. He currently runs a small café in Felion that he named "Cook de Delta."

A young girl with long white hair, wearing a purple and orange jacket and a purple beret with three yellow stars, is shown in a dynamic pose, holding her beret with her right hand. She is looking towards the viewer with a slight smile.

Casty Rianoit

A girl living in the human settlement of Felion. She is able to transform her emotions into power using Song Magic. She uses this ability to work as a member of the PLASMA organization, as part of the Genomis special forces unit. However, most Genomis members are sent out in teams of two, and Casty has been habitually unable to keep a partner, leading to her rarely seeing field action. She spends her weekends helping out at Delta's café and considers herself the eatery's main draw to customers.



Earthes

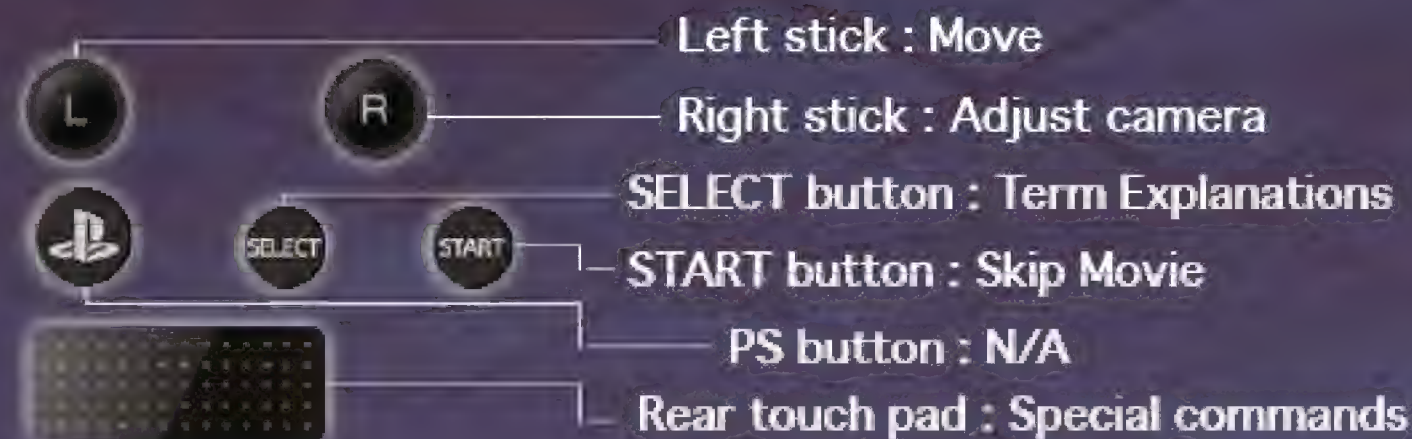
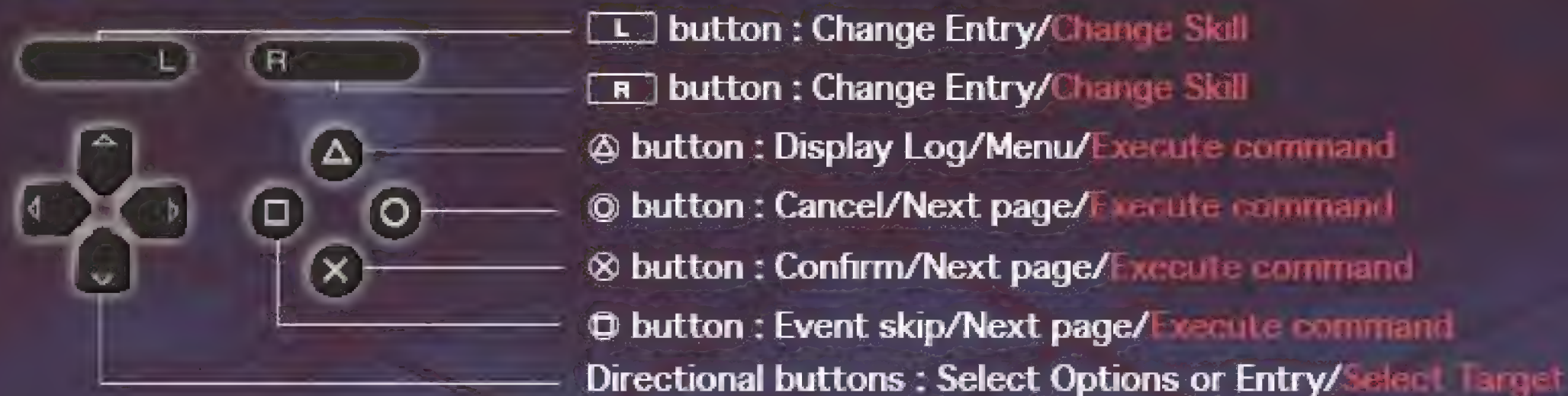
A mysterious robot- its creator, origin, abilities, and specifications are unknown. However, given its equipment and propensity for violence, it is quite likely that it was designed for use as some kind of war machine.



Ion

Known as the girl who understands the logic of the world, her full name is Ionasal kkil Preciel. She acts according to her own will, but as of now her current location is unknown. She is somewhat clumsy, but likes to build things. She often makes excursions to find materials with which to build suspicious machines and tools.

Controls

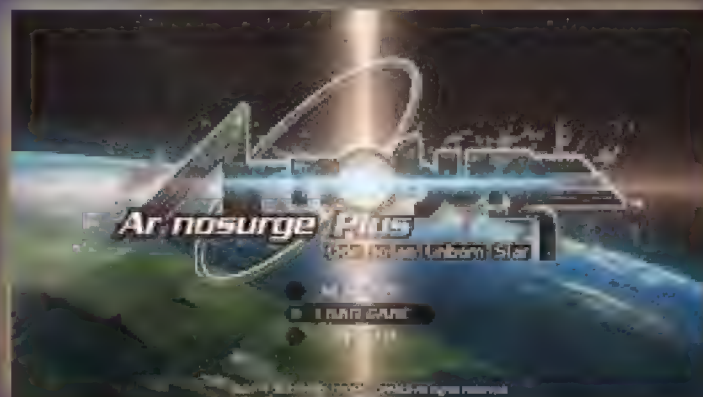


***Pink** controls are for battles.

*For other controls, see onscreen button prompts on the touch screen.

Title Screen

Once the opening movie is finished, press the START button on the Title Screen and the entries below will be displayed.



Save / Load

To save or load data, go to a Save Point or Inn and select "Save" from the System Menu. You can also load saved games from the Title Screen.

*When saving, you will need at least 2000KB of free space on your memory card. While saving, do not turn the power off or remove the memory card.

*To see how to connect to the network, please refer to the PlayStation®Vita system user guide or see your network equipment's user guide. Using a wireless LAN may affect the connection of computers and other game consoles.

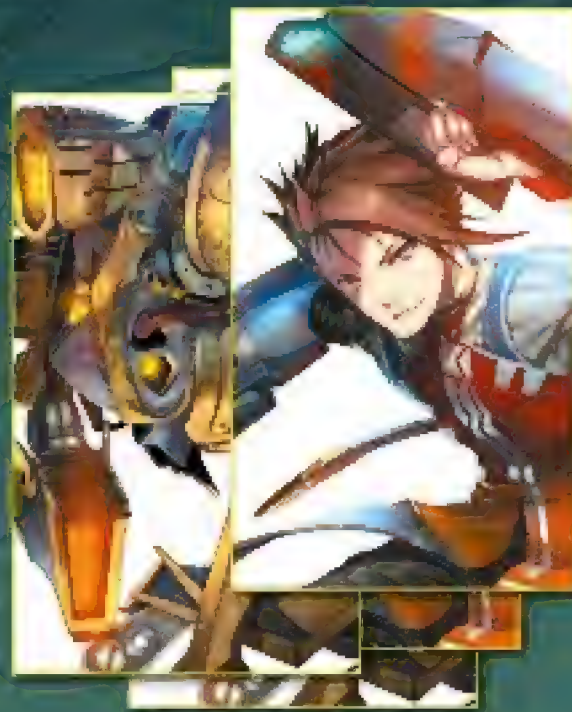
*In order to connect to the network, you will need a Sony Entertainment Network account.

NEW GAME	This will start the game from the beginning.
LOAD GAME	Continue playing from a saved game.
SYSTEM	Set sound volume and difficulty.
EXTRA	As you progress through the game, you will unlock a variety of extra content. Once you clear the game, you will be able to see this content.

Zapping System

This story follows two main heroes. You will be switching between the two characters throughout the game. This process is known as Zapping. You will be able to Zap to the other character's story once you reach a certain part of the game. In order to Zap, visit a Save Point or Inn and open the System Menu, then select "Zapping".

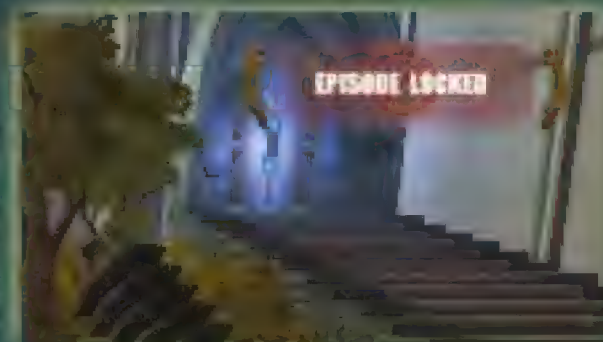
*You will not be able to Zap at all points in the story.



Lock

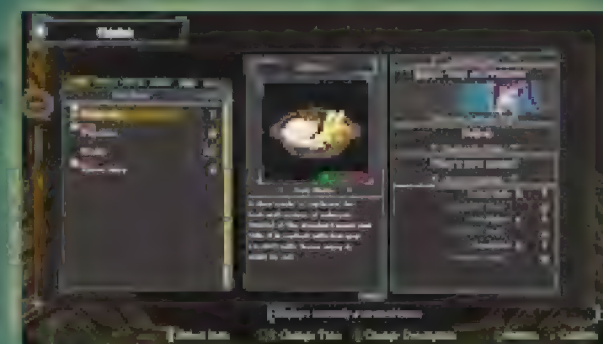
When you are not able to make any further progress in the current storyline, the game becomes Locked. The Lock icon in the top-

right corner of the screen will appear to indicate this status. When this appears, Zap to switch to the other storyline and continue the game.



Sharing Items

The two heroes share an item pool. Note that when one hero uses a disposable item, it will be used and will be unavailable to the other hero.



Progressing Through the Game

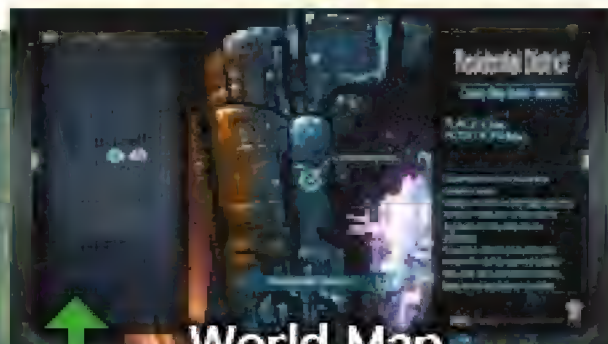
The majority of your time will be spent on these screens.

Map Screen <P.13~>

There are 3 types of maps. Encountering an enemy on the Field Map will start a battle.



Town Map



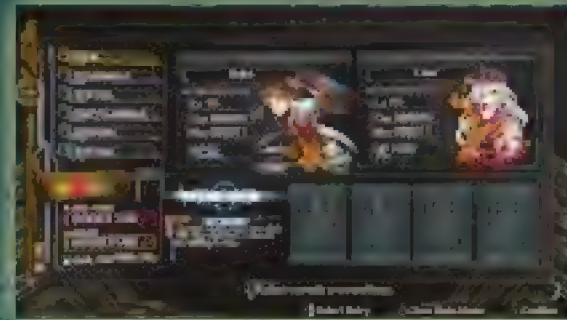
World Map



Field Map

Menu Screen <P.21~>

This menu appears when you press the **△** button while on the Field Map. From here, you can change equipment or check information.



Battle Screen <P.25~>

Control the hero and battle the enemy. Your main duty is to protect the heroine while she sings Song Magic to defeat the enemy.



Field Map

When you enter a dungeon or a facility in a city, the Field Map will be displayed. You can walk around, talk to people, and perform research.



Save Point

Press the \otimes button at a Save Point to display the System Menu. From here, you can Save, Load, or Zap.



Access Icon

When you approach a person or a door, an Access Icon will appear to show that you can interact with it.

Press the \otimes button to talk or open doors.



Encounter Gauge

The chances of encountering enemies

The Encounter Gauge's color indicates the chances of encountering enemies. The redder it gets, the greater your chance of engaging the enemy. After a battle, or if you move to a different location, it will return to its base color.



Enemy Wave Number

The length of the Encounter Gauge indicates the amount of enemies you will have to fight. To the right of the Encounter Gauge is the Enemy Wave number.

As you fight and defeat enemies, this number will decrease. Once it reaches 0, you will no longer encounter enemies.



Community Ring

While you explore a map, your allies will have a variety of things to say. Use the **[L]**/**[R]** buttons to select a character to speak with, and press the **[O]** button when the prompt appears to start a conversation.



Town Map

This map appears when you enter a city. Use the directional buttons to select facilities to visit. The list of icons that appears indicates the facilities that you will be able to visit.



Inn

Visit an Inn to display the System Menu, just like at a Save Point.



System Menu

Zapping	Change between heroes and storylines.
Save	Save your progress.
Load	Load a saved game and continue progress from there. (Current unsaved data will not be saved).
Delete save data	Select and delete save data.

*Zapping can be used after the story has progressed to a certain point.



Bios Shop 1

A facility where you can “Dive” into a character's mental world, known as Genometrics. Exploring mental realms will allow you to discover new Song Magic and collect Genometrica Crystals.

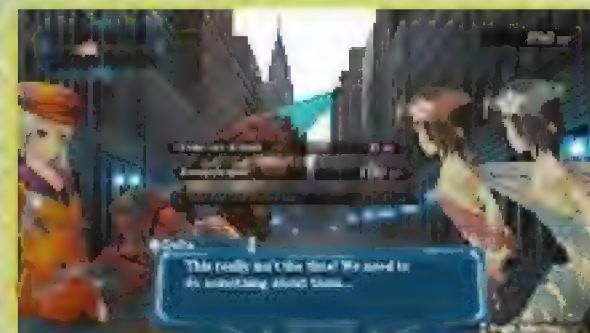
Genomap

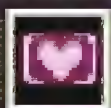
This shows all the characters that have a connection to your current hero. When you select a character's icon, you can dive into that character's Genometric world.



Outcomes are based on you

During events, you may be asked to make a choice. Depending on the selections you make, the heroine's personality will change. The more heartstirring the selection is, the more DP is required to make that selection. If you do not have enough DP, you can earn more through battle and try again later.





Bios Shop 2

Genometrics

When you clear a scenario in the mental world, you will receive Song Magic. When you enter an area with a "★" you can view a new episode and continue with that scenario.

Required DP

The amount of DP that is consumed when viewing an episode.

Reward

You will receive a reward when you clear an episode.



Song Magic



Event Stills



Genometrica Crystal

Current DLv and DP

The DLv (Dive Level) shows how far you can dive into a character's mental world. As you make progress in scenarios within a character's mental world, this level will increase. Dive Points <DP> are consumed when viewing events or making choices. You can accumulate DP during battle.

Required DLv <Dive Level>

The Dive Level required in order to view an episode.



Episode Status



Viewable Episodes



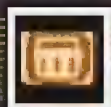
Episodes you have already seen. <rewatchable>



Unviewable Episodes.



Episodes above your current DLv



Shop



Synthesis Shop

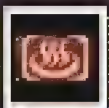
You can buy and sell items at the Shop. At a Synthesis Shop, you can use two or more items to create a new item. When you collect a recipe through an event, you will be able to synthesize new items.

*You can synthesize materials that you need by pressing the \otimes button.



Talk

If you select "Talk", an event can occur at the shop.



Purification 1

During Purification, you can Purify yourself with the heroine or chat with her. There are also specific areas in the dungeons you can Purify in, called “Purification Points.”

Purification

You can use the Genometrica Crystals that you obtained through Genometrics to power up the heroes or heroines. The types of crystals you can use have different effects.



Touch controls for Purification

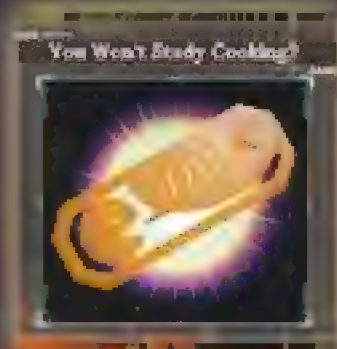
Drag	Rotate camera
Pinch in/Pinch out	Zoom in/Zoom out
Tap	Touch the body
Double-tap	Select absorb location



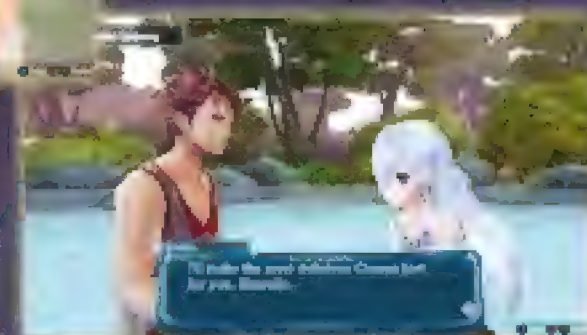
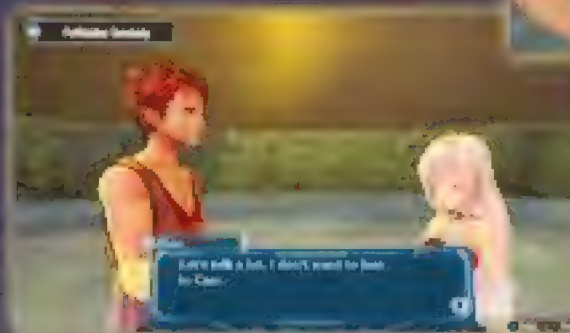
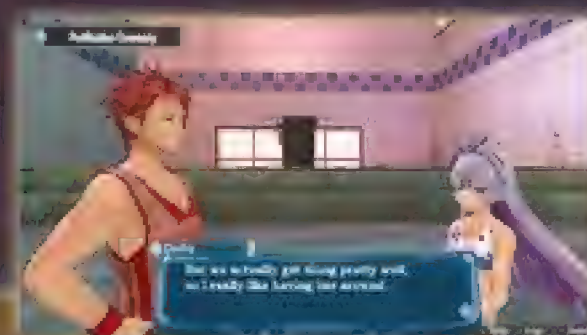
Purification 2

Chat

Using Chat Topics allows you to talk about a number of different things with the heroines, which will deepen your relationships. As your relationships deepen, you will be able to unlock new places to absorb Genometrica Crystals during Purification.




You will be able to collect more Chat Topics throughout the game.



Talk to different characters during Purification.

Menu

Press the  button while on the Field Map to display the Menu. You can change your equipment here and review information.

Character Information

Lv : Level

Exp : Battle experience level

Next : Experience required to reach the next level

AP : The number of turns during battle (hero only)

HP : Battle endurance level (heroine only)

Dive Points <DP>

Points necessary for Genometrics. More can be earned through battle.

Carats <CT>

Mission

This will tell you what needs to be done next.



Companions

Characters that are coming along with you. They will not participate in battle.

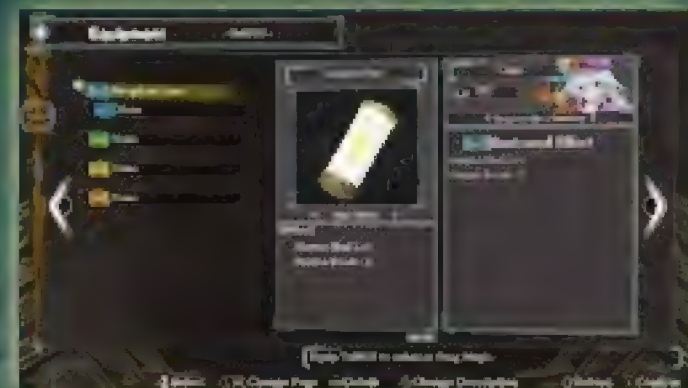
Item

This will show the items currently in your possession.



Equip

New equipment can be bought in Shops or created through Synthesis.



**Weapon Reinforcement
<Cathode>**

Equip a Cathode to improve your weapon.

**Song Magic
Reinforcement <TxBIOS>**

Equip a TxBIOS to improve Song Magic.

**Defense Reinforcement
<RNA>**

Equip RNA to improve defense.

Costume Change

Change your appearance. This becomes available when certain requirements are met.

Status

See the abilities of the hero and heroine. You can also view descriptions of the parameters and the currently equipped Genometrica Crystals.

Hero's Status

Number of Turns	The number of turns available in battle.
Attack Power	Damage done to enemies in combat.
Defense Power	Effectiveness of defense during battle.
Burst Effect	This affects the bonuses produced during battle.

Heroine's Status

HP	The amount of health available in battle.
Defense Power	This affects the amount of damage received in battle.
Power Effect	The effect and power of the current Song Magic.
Fill Speed	This affects the time it takes to perform Song Magic.
Barrier Regen	This affects how much of the barrier recovers during battle.

Encyclopedia

Read up on items or Song Magic here. As you progress through the game, you will fill the Encyclopedia with more information.

*Information gathered by both main characters will be displayed.



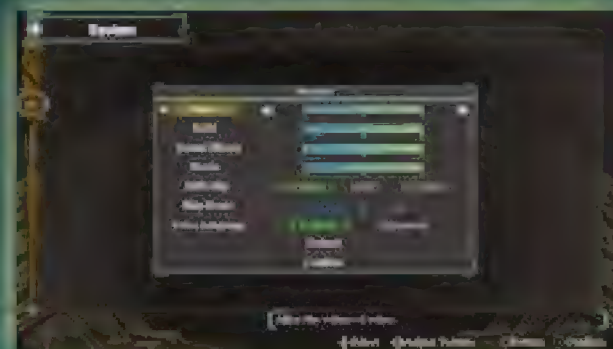
History

This shows you your progress on both sides of the story.



System

You can change different game settings here.



Voice	Adjust voice volume.
BGM	Adjust music volume.
Sound Effects	Adjust sound effect volume.
Movie	Adjust movie volume.
Difficulty	Adjust the battle difficulty.
Skip Events	Change the types of events you can skip.
Voice Language	Choose a language (English/Japanese).
Default	Revert all settings to their defaults.

Battle Screen

You will encounter enemies and do battle while you are on the Field Screen.

WAVE Window

The enemy formation. The rightmost side is the front line, and once you defeat them, the next line of enemies will appear. Using Song Magic will eliminate all ranks of enemies if it is charged enough. As the Song Magic charges, the enemy WAVES that will be annihilated will be displayed in red.

CHAIN Gauge

When you use skills before the gauge is empty, a bonus will be added to the Harmonics Gauge.

Enemy

Use the directional buttons to change the target of the current attack.



Battle Screen (Enemy and Heroine)

Enemy's HP



Skill notice

Enemies with the word "SKILL" next to them will use powerful attacks during their turns.

Attack Notice

Enemies with the ① icon next to them will attack during their turns.

Break Gauge

When the Break Gauge fills completely, a Break will occur.



Burst Level

The current Song Magic charge level. The greater the number, the more enemy WAVES will be destroyed. This number increases as conditions are met during battle.

Heroine's Endurance

The heroine is protected by four levels of barriers as she performs Song Magic. Barriers will gradually recover after taking damage. However, if a barrier takes enough damage, it will be destroyed and it will be unable to recover fully.

Battle Screen (Harmonics and Command)



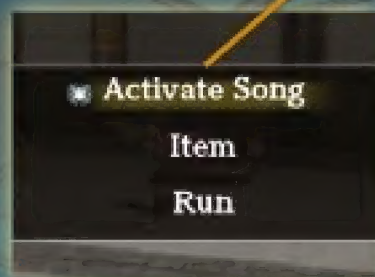
Battle Skill

Attack with a chosen Skill. You can continue using Skills until the number here reaches 0.

Usable Number

Harmonics

The Harmonics Gauge fills as you do battle. Using Skills will empty this meter press the **L**/**R** buttons to select a Skill. As the Gauge fills, more and more benefits become available. The Gauge's maximum level is 4.



Command Menu

Press the **START** button to display the Command Menu. From here, you can use items or activate Song Magic.

□ button

Execute a basic attack.

○ button

Execute a high-powered attack.

△ button

Execute an area attack.

⊗ button

Execute a special attack.

Activate Song

The heroine will use Song Magic. It will eliminate WAVES of enemies, based on the current Burst Level.

Item

Use an item.

Friend Skill

This is a powerful support attack that can only be used once per battle. You will be able to use this after progressing to a certain point in the game.

Run

Attempt to flee from the battle.

Battle Progression 1

① The Heroine will begin singing Song Magic.

② Attack the enemy with Battle Skills.

③ Defend against enemy attacks.

④ Bonus added to Burst Level.

⑤ When requirements are met, the battle is over.

You will control the hero, fighting enemies while the heroine charges Burst Levels. Once the Burst Level is high enough, use Song Magic to annihilate all the enemies. Once all WAVES of enemies have been defeated, you will earn experience and obtain Dive Points and money. Battle will continue in the progression shown to the left. Steps ② - ④ will repeat until you meet the requirements for Step 5.

Battle Progression 2

① The Heroine will begin singing Song Magic.

Choose Song Magic from the heroine's repertoire for her to sing. The Song Magic you ask her to perform may affect the heroine's personality.



② Attack the enemy with Battle Skills.

Use the □, ○, △, and × buttons to use Skills. If you hold the L or R buttons while doing so, you will consume Harmonics in order to perform a more powerful attack. Once you defeat the enemy, that skill's Usage Number will recover. You can continue attacking until all Skills have Usage Numbers of 0.



Enemy's Break

When attacking an enemy, their Break Gauge <yellow> will increase. Once it reaches the maximum level, they will no longer be able to fight <Break> Enemies with an Attack Notice <ⓘ> will attack on their next turn, so it is best to Break them first to protect the heroine.

*Strong Enemies such as bosses will still be able to attack when in Break mode <HOLD state>.

